



WITNESS

Prophet of the Darkened Cosmos

Habitat: Planar (Far Realm), Urban; **Treasure:** Plate Mail, Shield +1, Vicious Mace

Witness was born human, but its devotion to the Nine-Tongued Worm has yielded unnatural and aberrant results. Ever since bonding with the tsochar which now lives inside of him, it has become something much more than any mere human could ever hope to achieve. Its true form appears human, but with long tendrils sprouting from various places in its flesh. The tendrils seem to cause the human body no discomfort, as if the clashing physiology were a singular entity.

As a prophet and spiritual leader of the tsochari people, Witness scours the multiverse in search of locales with populations ripe for domination by the tsochari.

Instilling the fear and promise of power offered by the Nine-Tongued Worm in its flock of cultists and desperate mortals, Witness commands those under its influence to erect strange obelisks and altars of devotion to cosmic forces that could never be understood by the hands that build them. Once sufficient preparations have been made, it communes with The Worm and informs the ancient evil that a place has been made ready for its arrival on a distant world, at which point the sky rips open as a gateway to a vast and incomprehensible realm yawns in the night sky, belching forth myriad alien creatures that will rip the area away from whatever plane it is a part of and beckon it into the void of The Far Realm.

Witness

Medium Aberration, Chaotic Evil

AC 21 **Initiative** +0 (10)

Hit Points 68 (9d8 + 16)

Speed 30 ft.

MOD	SAVE		MOD	SAVE		MOD	SAVE	
STR 14	+2	+2	DEX 10	+0	+0	CON 14	+2	+2
INT 12	+1	+5	WIS 18	+4	+8	CHA 10	+0	+4

Sills Arcana +9, Deception +4, History +5, Insight +8, Persuasion +4, Religion +9;
Calligrapher's Tools, Herbalism Kit

Senses Darkvision 30 ft., Passive Perception 14

Languages Abyssal, Common, Deep Speech, Telepathy 60 ft. (up to 3 creatures at once)

CR 8 (XP 5,000 ; PB +4)

Traits

Intrusive Thought. When a creature gives Witness the Charmed condition, or communicates with it telepathically, *Wisdom Saving Throw*: DC 16. *Failure*: 28 (8d6) Psychic damage. *Success*: Half damage.

Unnatural Resilience. Witness has advantage on Saving Throws it makes to end an effect or condition.

Actions

Vicious Mace. *Melee Attack Roll*: +6, reach 5 ft. *Hit*: 12 (3d6 + 2) Bludgeoning damage plus 4 (1d8) Necrotic damage.

Vicious Mace (Truestrike). *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 18 (4d6 + 4) Bludgeoning or Radiant damage plus 4 (1d8) Necrotic damage.

Channel Divinity (3/Day). Witness chooses one of the following effects;

Divine Spark: A creature within 30 feet takes 12 (2d8 + 3) Necrotic damage, or has that many Hit Points restored.

Mind Magic: Use Spellcasting to cast a spell from the Divination school without expending a spell slot or needing Material components.

Turn Undead: *Wisdom Saving Throw:* DC 16, all Undead creatures within 30 feet. *Failure:* The target takes 13 (3d8) Radiant damage and has the Frightened and Incapacitated conditions for 1 minute, attempting to move as far away from Witness as it can each turn. This effect ends early on the creature if it takes any damage, if Witness has the Incapacitated condition, or if Witness dies.

Enigmatic Magic (1/Day). Witness uses Spellcasting to cast *Arms of Hadar* without expending a spell slot.

Spellcasting. Witness' spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). It has the following spells prepared:

- *Cantrips:* *Guidance, Mind Sliver, Thaumaturgy, Toll the Dead, True Strike, Word of Radiance*
- 1st level (4 slots): *Arms of Hadar, Bless, Command, Comprehend Languages, Detect Evil and Good, Detect Magic, Detect Thoughts, Identify, Mind Spike, Protection from Evil and Good, Shield of Faith*
- 2nd level (3 slots): *Augury, Hold Person, Zone of Truth*
- 3rd level (3 slots): *Dispel Magic, Sending, Spirit Guardians, Mass Healing Word, Nondetection, Tongues*
- 4th level (3 slots): *Arcane Eye, Banishment, Confusion, Divination, Freedom of Movement*
- 5th level (1 slot): *Commune, Greater Restoration*

Bonus Actions

Gather Tentacles. Witness' reach is extended by 5 feet until the end of its turn. Alternatively, its reach extends to 10 feet, but one of its arms retracts into its body and cannot be used to hold anything or cast spells.

Mortal Guise. Witness shape-shifts into a Medium humanoid, or it returns to its true aberration form. Its game statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed.

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